

A. AMENDMENTS TO CLAIMS

Please amend the claims as indicated hereinafter.

1 1. (CURRENTLY AMENDED) A method for transforming character strings that are
2 contained in ~~a computer program~~, computer program source code the method
3 comprising the computer-implemented steps of:
4 automatically parsing ~~a computer program~~ the computer program source code to
5 identify a hard coded string that is contained in the computer ~~program~~;
6 program source code;
7 replacing the hard coded string contained in the computer program source code with a
8 macro that is uniquely associated with the hard coded string;
9 creating and storing in a mapping of macros to strings, an entry that defines an
10 association between the macro and the hard coded string; and
11 generating and storing in the computer program source code a reference to the
12 mapping of macros to strings. refereneing the mapping in a program element
13 that is associated with the computer program.

1 2. (CURRENTLY AMENDED) The method as recited in Claim 1, wherein the step of
2 automatically parsing ~~a computer program~~ the computer program source code to
3 identify a hard coded string includes:
4 identifying one or more computer ~~programs~~ program source code files that contain
5 one or more hard coded strings; and
6 automatically parsing at least one of the one or more computer ~~programs~~ program
7 source code files to identify the one or more hard coded strings while copying
8 instructions from at least one of the one or more computer ~~programs~~ program
9 source code files to an output.

1 3. (CURRENTLY AMENDED) The method as recited in Claim 1, wherein the step of
2 automatically parsing ~~a computer program~~ the computer program source code to
3 identify a hard coded string that is contained in the computer program source code
4 includes automatically parsing ~~a computer program~~ the computer program source
5 code to identify a hard coded string that is both contained in the computer program
6 source code and does not already have a corresponding macro uniquely associated
7 with the hard coded string.

1 4. (CURRENTLY AMENDED) The method as recited in claim 1, further comprising
2 the computer-implemented steps of:
3 receiving a suggested macro for the identified hard coded string, and
4 generating the macro to replace the hard coded string contained in the computer
5 program source code based upon the suggested macro.

1 5. (CURRENTLY AMENDED) The method as recited in claim 1, further comprising
2 the computer-implemented step of compiling the computer program source code to
3 generate an executable, including substituting in the executable the hard coded string
4 for each instance of the macro in the computer ~~program~~ program source code.

1 6. (CURRENTLY AMENDED) The method as recited in Claim 1, further comprising
2 the computer-implemented steps of:
3 parsing the computer program source code to locate a second hard coded string
4 contained therein, wherein the second hard coded string is different than the
5 hard coded string;

6 in response to locating the second hard coded string contained in the computer
7 ~~program~~, program source code, determining whether a macro was previously
8 generated for the second hard coded string by searching the mapping; and
9 generating a second macro uniquely associated with the second hard coded string
10 only when a macro was not previously generated for the second hard coded
11 string.

1 7. (CURRENTLY AMENDED) A method for transforming hard coded character
2 strings that are contained in ~~a computer program~~, computer program source code the
3 method comprising the computer-implemented steps of:
4 identifying a hard coded string that is contained in the computer ~~program~~; program
5 source code;
6 replacing the hard coded string contained in the computer program source code with a
7 macro that is uniquely associated with the hard coded string;
8 creating and storing in a macro file a macro definition that defines an association
9 between the macro and the hard coded string; and
10 referencing the macro definition in the computer program source code using a
11 compiler directive that causes a compiler to include the macro file during
12 compilation of the computer ~~program~~; program source code.

1 8. (CURRENTLY AMENDED) A computer-readable medium carrying one or more
2 sequences of instructions for transforming character strings that are contained in a
3 ~~unit of code~~, computer program source code, wherein execution of the one or more
4 sequences of instructions by one or more processors causes the one or more
5 processors to perform:

6 automatically parsing ~~a computer program~~ the computer program source code to
7 identify a hard coded string that is contained in the computer ~~program~~;
8 program source code;
9 replacing the hard coded string contained in the computer program source code with a
10 macro that is uniquely associated with the hard coded string;
11 creating and storing in a mapping of macros to strings, an entry that defines an
12 association between the macro and the hard coded string; and
13 generating and storing in the computer program source code a reference to the
14 mapping of macros to strings. ~~referencing the mapping in a program element~~
15 ~~that is associated with the computer program.~~

B 9. (CURRENTLY AMENDED) The computer-readable medium as recited in Claim 8,
2 wherein the step of
3 automatically parsing ~~a computer program~~ the computer program source code to
4 identify a hard coded string includes:
5 identifying one or more computer ~~programs~~ program source code files that contain
6 one or more hard coded strings; and
7 automatically parsing at least one of the one or more computer ~~programs~~ program
8 source code files to identify the one or more hard coded strings while copying
9 instructions from at least one of the one or more computer ~~programs~~ program
10 source code files to an output.

10. (CURRENTLY AMENDED) The computer-readable medium as recited in Claim 8,
2 wherein the step of automatically parsing ~~a computer program~~ the computer program
3 source code to identify a hard coded string that is contained in the computer program
4 source code includes automatically parsing ~~a computer program~~ the computer
5 program source code to identify a hard coded string that is both contained in the

6 computer program source code and does not already have a corresponding macro
7 uniquely associated with the hard coded string.

1 11. (CURRENTLY AMENDED) The computer-readable medium as recited in Claim 8,
2 further comprising the computer-implemented steps of:
3 receiving a suggested macro for the identified hard coded string, and
4 generating the macro to replace the hard coded string contained in the computer
5 program source code based upon the suggested macro.

1 12. (CURRENTLY AMENDED) The computer-readable medium as recited in Claim 8,
2 further comprising the computer-implemented step of compiling the computer
3 program source code to generate an executable, including substituting in the
4 executable the hard coded string for each instance of the macro in the computer
5 ~~program~~ program source code.

1 13. (CURRENTLY AMENDED) The computer-readable medium as recited in Claim 8,
2 further comprising the computer-implemented steps of:
3 parsing the computer program source code to locate a second hard coded string
4 contained therein, wherein the second hard coded string is different than the
5 hard coded string;
6 in response to locating a the second hard coded string contained in the computer
7 ~~program~~ program source code, determining whether a macro was previously
8 generated for the second hard coded string by searching the mapping; and

generating a second macro uniquely associated with the second hard coded string
only when a macro was not previously generated for the second hard coded
string.

14. (CURRENTLY AMENDED) A computer system for transforming character strings
that are contained in ~~a memory~~; computer program source code stored in a memory,
the computer system comprising:
one or more processors coupled to the memory;
a conversion mechanism;
a stored mapping that defines one or more associations between macros and strings;
one or more ~~sequences~~ computer instructions contained in the memory and associated
with the conversion mechanism which, when executed by the one or more
processors, cause the one or more processors to perform the steps of:
automatically parsing ~~a computer program~~ the computer program source code
to identify a hard coded string that is contained in the computer
~~program~~; program source code;
replacing the hard coded string contained in the computer program source
code with a macro that is uniquely associated with the hard coded
string;
creating and storing in the mapping that defines one or more associations
between macros and strings, ~~of macros to string~~, an entry that defines
an association between the macro and the hard coded string; and
generating and storing in the computer program source code a reference to the
mapping that defines one or more associations between macros and
strings, ~~referencing the mapping in a program element that is~~
~~associated with the computer program.~~

1 15. (CURRENTLY AMENDED) The computer system as recited in Claim 14, wherein
2 the step of automatically parsing ~~a computer program~~ the computer program source
3 code to identify a hard coded string includes:
4 identifying one or more computer ~~programs~~ program source code files that contain
5 one or more hard coded strings; and
6 automatically parsing at least one of the one or more computer ~~programs~~ program
7 source code files to identify the one or more hard coded strings while copying
8 instructions from at least one of the one or more computer ~~programs~~ program
9 source code files to an output.

B 1 16. (CURRENTLY AMENDED) The computer system as recited in Claim 14, wherein
2 the step of automatically parsing ~~a computer program~~ the computer program source
3 code to identify a hard coded string that is contained in the computer program source
4 code includes automatically parsing ~~a computer program~~ the computer program
5 source code to identify a hard coded string that is both contained in the computer
6 program source code and does not already have a corresponding macro uniquely
7 associated with the hard coded string.

1 17. (CURRENTLY AMENDED) The computer system as recited in Claim 14, further
2 comprising the computer-implemented steps of:
3 receiving a suggested macro for the identified hard coded string, and
4 generating the macro to replace the hard coded string contained in the computer
5 program source code based upon the suggested macro.

1 18. (CURRENTLY AMENDED) The computer system as recited in Claim 14, further
2 comprising the computer-implemented step of compiling the computer program

3 source code to generate an executable, including substituting in the executable the
4 hard coded string for each instance of the macro in the computer ~~program~~; program
5 source code.

1 19. (CURRENTLY AMENDED) The computer system as recited in Claim 14, further
2 comprising the computer-implemented steps of:

3 parsing the computer program source code to locate a second hard coded string
4 contained therein, wherein the second hard coded string is different than the
5 hard coded string;

6 in response to locating a the second hard coded string contained in the computer
7 ~~program~~; program source code, determining whether a macro was previously
8 generated for the second hard coded string by searching the mapping; and
9 generating a second macro uniquely associated with the second hard coded string
10 only when a macro was not previously generated for the second hard coded
11 string.

1 20. (CURRENTLY AMENDED) A computer-readable medium carrying one or more
2 sequences of instructions for transforming hard coded character strings that are
3 contained in a ~~computer program~~; computer program source code, wherein execution
4 of the one or more sequences of instructions by one or more processors causes the
5 one or more processors to perform the steps of:
6 identifying a hard coded string that is contained in the computer ~~program~~; program
7 source code;
8 replacing the hard coded string in the computer program source code with a macro
9 that is uniquely associated with the hard coded string;

10 creating and storing in a macro file a macro definition that defines an association of
11 between the macro and the hard coded string; and
12 referencing the macro definition in the computer program using a compiler directive
13 that causes a compiler to include the macro file during compilation of the
14 computer ~~program~~; program source code.

1 21. (CURRENTLY AMENDED) An apparatus for transforming hard coded character
2 strings that are contained in a ~~computer program~~; computer program source code, the
3 apparatus comprising a memory carrying one or more sequences of instructions
4 which, when executed by one or more processors causes the one or more processors
5 to perform the steps of:
6 identifying a hard coded string that is contained in the computer ~~program~~; program
7 source code;
8 replacing the hard coded string contained in the computer program source code with a
9 macro that is uniquely associated with the hard coded string;
10 creating and storing in a macro file a macro definition that defines an association
11 between the macro and the hard coded string; and
12 referencing the macro definition in the computer program source code using a
13 compiler directive that causes a compiler to include the macro file during
14 compilation of the computer ~~program~~; program source code.
